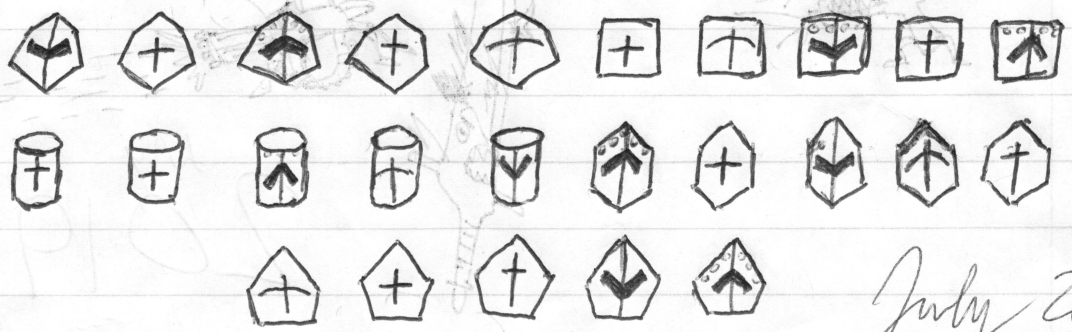
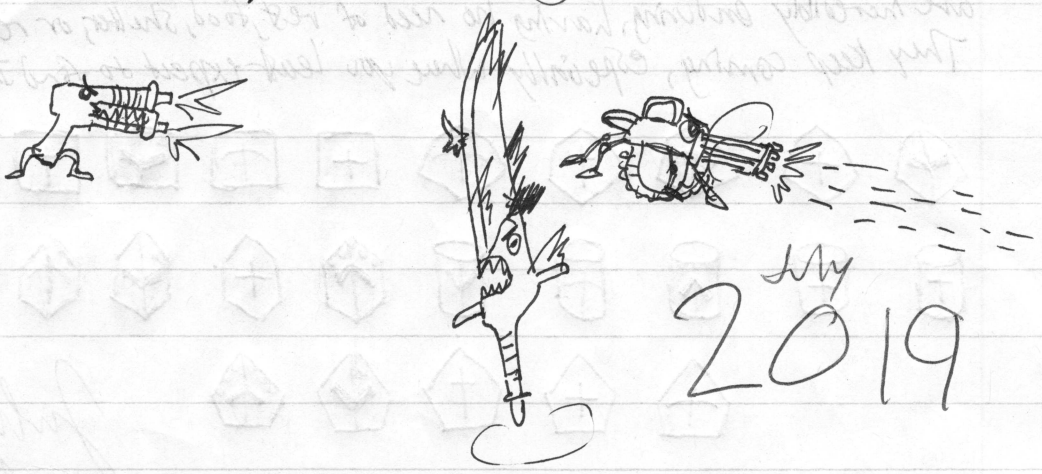
In fact, they can almost always rebuild into new Tim Tams after each defeat. They may look warrior than before, but they keep on going. Some speculate that Tim Tams can incorporate non-100yr old material into themselves, as long as the "core" is aged. Tim Tams are incredibly enduring, having no need of rest, food, shelter, or repair. They keep coming, especially where you least expect to find them.



July 2019

Tim Tams / Tsumotsugami



July 2019

Recently appeared in the —— sector. Arise after any equipment is left unattended for a length of time & has existed at least 100 terran years. All races equipment can be affected, Necron Gauss weapons, Imperium force halberds, chainswords & bolters, Orks shootas, powerklaws & choppas, Tau guns & Eldar weapons. Tyranid technology is exempt because it is never unattended & never lasts long before being re-absorbed. Tsumos are mischievous & sneaky, like gobboz, but much more intelligent. They set traps like no other. Rarely, something as large as an Ork stompa will get animated, but this ~~Wraithknight~~ has never been recorded for ships, planes, or space hulks. Perhaps whatever force animates the Tim Tams, Chaos or otherwise, needs to gain more strength before tackling such projects. Animated weapons never run out of ammo or power, even long after the natural reserves would be depleted. They are un-influenced by the warp, having no presence in it (seemingly) and feel no effects from it. They are immune to the temptations/passions of the Chaos gods and so give them no strength. They are inorganic, so of no concern to 'nids. Being xenos, they are hated by those Imperials that know of their existence. Tau would be willing to employ them, but Tsutsos ~~are fickle, restless, and alien, changing allies in an instant (Tzeentch?)~~ they are too prank-loving and battle-hungry for any "allies" to stand. They fight even amongst themselves, smashing and rebuilding one another.